Doomsday Engine - Bug #2006

[MP] Automap and Inventory left open on player death

2015-03-30 18:20 - danij

Status:	Closed		**Start date:**	2015-03-30
Priority:	High		**% Done:**	100%
Assignee:	skyjake			
Category:	Defect			
Target version:	1.15			

Description

Game logic assumes that when the player dies their Automap and Inventory is closed. Presently these HUDs remain open in a networked-game.

This should considered symptomatic of more serious issues. Indeed, P_KillMobj() is currently charged with various tasks that simply won't function as expected in a networked-game (its called on server-side, not locally).

Related issues:

Related to Feature #9: Use local server to run single-player games	**Progressed**	2014-04-18

Associated revisions

Revision 88d34c49 - 2015-05-09 18:22 - skyjake

Fixed|Multiplayer|All Games: Close automap and inventory when player dies

A new packet was added so the server can tell a particular client to close their automap and inventory.

IssueID #2006

Revision 120d6237 - 2015-05-09 18:47 - skyjake

Fixed|Multiplayer|All Games: Close automap and inventory when player dies

A new packet was added so the server can tell a particular client to close their automap and inventory.

IssueID #2006

History

#1 - 2015-03-30 18:21 - danij

- Priority changed from Normal to High

#2 - 2015-05-09 17:39 - skyjake

- Status changed from New to In Progress

- Assignee set to skyjake

#3 - 2015-05-09 18:35 - skyjake

- Subject changed from [Multiplayer] Automap and Inventory left open on player death to [MP] Automap and Inventory left open on player death

- Status changed from In Progress to Resolved

- Target version set to 1.15

- % Done changed from 0 to 100

Fixed by adding a new packet that allows the server to tell the client to close the HUDs (causes a call to ST_CloseAll).

danij wrote:

> This should considered symptomatic of more serious issues.

The solution in the commit is consistent with the current "impure" client/server operating model. If a server does something that only makes sense on the client, a message is sent over the network (vice versa for the client; e.g., player use action).

It is good to note for the record that the current client/server model is built around the principle that the client can "fake" most actions locally, without having to fully sync with the server — for apparent zero latency — while the server has the authoritative world state (expect for the player positions, where client-side state is respected).

In the context of [#9](#), a proper fix would handle all this in a cleaner, higher-level abstract manner.

#4 - 2015-05-09 18:54 - skyjake

- Status changed from Resolved to Closed

#5 - 2015-05-09 19:26 - skyjake

- Related to Feature #9: Use local server to run single-player games added